

# UNLOCK THE NEXT GENERATION'S POTENTIAL



### **BUILD A POWERFUL MINDSET THROUGH INVENTION EDUCATION**

Every child can be both a problem finder and a problem solver. Invention education unlocks this potential. Through hands-on, project-based inventing, creativity and entrepreneurship,

this pedagogy cultivates life skills, sparks students' interests on an individual level and keeps them eager to join in each day.

It all starts with the right mindset. By delivering authentic invention education, National Inventors Hall of Fame® programs deliver joyful learning experiences that help children build the I Can Invent® Mindset — essential skills and traits that will empower them in every area of life.



# **INVENTION EDUCATION IN ACTION**



Inspired by real space exploration, children build innovative devices to help them problem solve on distant planets and moons in **Spacecation**™.



Students soar in **Flight Lab**<sup> $\mathsf{TM}$ </sup> as they explore the principles of flight with robots, gliders and handcopters.

# EACH EDUCATION PROGRAM IS DESIGNED TO:

- Deliver hands-on learning through fun
- Align with state and national standards
- Prioritize equity and accessibility
- Support both struggling and gifted students with engaging learning
- Provide all materials needed
- Qualify for funding
  (ARP, ESSER, Title I, Title II, Title III, Title IV, 21st CCLC, Migrant Education, Early Learning Challenge, and state and local district resources)
- Work with any schedule and delivery system (in-person, virtual or hybrid options available)
- Provide differentiated, evaluationbased curricula



Children zigzag through physics, engineering and gaming as they build a mega **Marble Arcade**™!



Exploring biology, physiology and circuitry, students take apart and diagnose a robotic dog in **Robotic Pet Vet** $^{TM}$ .



In Wheel of Invention™, students take on entrepreneurship challenges and build nature-inspired prototypes.

## **INSPIRE STUDENTS**

#### WITH FLEXIBLE, YEAR-ROUND FUN AND LEARNING

For any schedule in any setting, you can bring the joy back to teaching and learning! Summer, in-school and afterschool programs for grades PreK-12 offer turnkey solutions that can be customized to fit your unique needs.



#### **SUMMER**

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The Camp Invention program exceedingly met the areas of CREATIVITY, collaboration, communication and CRITICAL THINKING. The students were excited about coming to school, unheard of for summer school, and want this program next year.

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SAM G., PRINCIPAL, DETROIT, MI



#### **IN SCHOOL**

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The program creates an environment where children learn the material, how it comes together and how it works, in a climate that ENCOURAGES PERSISTENCE, design thinking and learning through play.

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FEDERICO FAGGIN, NIHF INDUCTEE, CO-INVENTOR OF THE MICROPROCESSOR



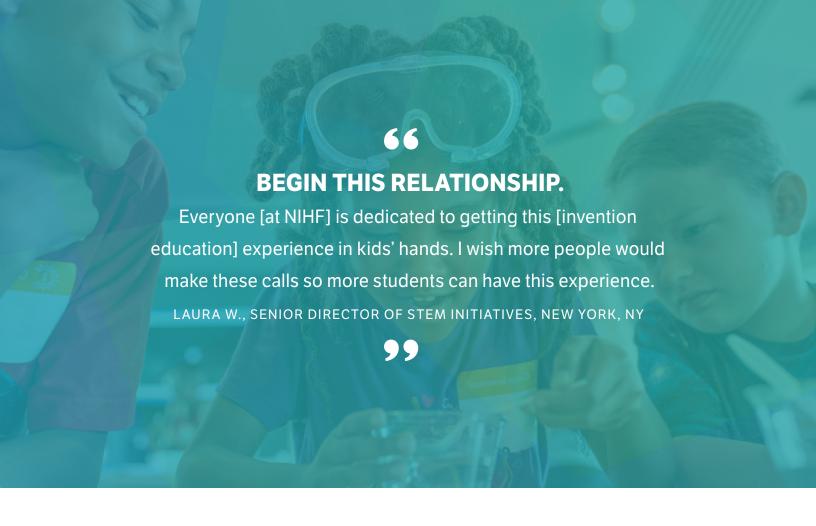
#### **AFTER SCHOOL**

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Invention Project was exactly what our students needed to get EXCITED ABOUT LEARNING AGAIN!

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MAUREEN P., STEM TEACHER



# **LET'S BUILD YOUR CUSTOM PROGRAM:**

- **✓** How many hours/days/months of programming do you need?
- When do you plan to run the program in school, after school, summer?
- **✓** How do you want it packaged? Per classroom? Per student?

CONTACT OUR INVENTION EDUCATION SPECIALISTS AT INVENT.ORG TODAY!

Scan to learn more about our programming!





